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International Conference on , 21-24 Jun 1994

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*Cabillic, G.; Muller, G.; Puaut, I.;*

Reliable Distributed Systems, 1995. Proceedings., 14th Symposium on , 13-15 Sep 1995

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**6 Maximum and minimum consistent global checkpoints and their applications**

*Yi-Min Wang;*

Reliable Distributed Systems, 1995. Proceedings., 14th Symposium on , 13-15 Sep 1995

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**7 Performance analysis of task migration in a portable parallel environment**

*Ramkumar, B.; Chillariga, G.;*

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**8 Replaying distributed programs without message logging**

*Netzer, R.H.B.; Xu, Y.;*

High Performance Distributed Computing, 1997. Proceedings. The Sixth IEEE International Symposium on , 5-8 Aug 1997

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**9 An efficient incremental algorithm for identifying consistent checkpoints**

*Loon-Been Chen; I-Chen Wu;*

Parallel and Distributed Systems, 1998. Proceedings., 1998

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K. Li , J. F. Naughton , J. S. Plank

ACM SIGPLAN Notices , Second ACM SIGPLAN symposium on Principles  
& practice of parallel programming February 1990  
Volume 25 Issue 3

We have developed and implemented a checkpointing and restart algorithm for parallel programs running on commercial uniprocessors and shared-memory multiprocessors. The algorithm runs concurrently with the target program, interrupts the target program for small, fixed amounts of time and is transparent to the checkpointed program and its compiler. The algorithm achieves its efficiency through a novel use of address translation hardware that allows the most time-consuming operations of the c ...

**2** Supporting reverse execution for parallel programs 77%

Douglas Z. Pan , Mark A. Linton

ACM SIGPLAN Notices , Proceedings of the 1988 ACM SIGPLAN and SIGOPS workshop on Parallel and distributed debugging November 1988  
Volume 24 Issue 1

Parallel programs are difficult to debug because they run for a, long time and two executions may yield different results. Reverse execution, is a simple and powerful concept that solves both these problems. We are designing a tool for debugging parallel programs, called Recap, that provides the illusion of reverse execution using checkpoints and event recording and playback. During normal